

ABSTRACT OF THE DISCLOSURE

A game developer can “tag” an item in the game environment. When an animated character walks near the “tagged” item, the animation engine can cause the character’s head to turn toward the item, and mathematically computes what needs to be done in order to make the action look real and normal. The tag can also be modified to elicit an emotional response from the character. For example, a tagged enemy can cause fear, while a tagged inanimate object may cause only indifference or indifferent interest.

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